

## IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

1. **(Currently Amended)** A computer-implemented method for creating a tutorial presentation, comprising:
  - (a) matching a profile against a simulation domain, wherein the profile comprises a set of criteria and identifies a desired aspect for a current simulation task;
  - (b) presenting information indicative of a goal;
  - (c) integrating information that motivates accomplishment of the goal;
  - (d) monitoring progress toward the goal, determining at least one profile that is true for the current simulation task from a set of profiles, and providing feedback to a student, based on the at least one profile the at least one profile comprising at least one collective characteristic, the at least one collective characteristic being a conditional using a plurality of characteristics as operands at a particular instance of time, each characteristic identifying a subset of the simulation domain, at least one of the plurality of characteristics being time-dependent; and
  - (e) displaying details of the computer-implemented method and displaying the tutorial presentation as the tutorial presentation executes and further comprises: firing the at least one profile when an incorrect answer is provided by the student; and triggering a topic in a concept tree when the at least one profile fires, wherein the concept tree contains a plurality of concepts associated with the current simulation task and, wherein the tutorial presentation provides a cognitive educational experience.
2. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including instantiating a particular feedback model based on characteristics of the student.

3. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including receiving and analyzing user responses using rule based expert training system to determine details of the computer-implemented method to display.

4. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including browsing details of an object as the tutorial presentation executes.

5. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including displaying source code of the tutorial presentation as the tutorial presentation executes.

6. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including modifying the tutorial presentation based on a user input as the tutorial presentation executes.

7. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including capturing portions of the tutorial presentation in response to user input as the tutorial presentation executes.

8. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including tailoring feedback based on user indicia as the tutorial presentation executes.

9. **(Previously Presented)** The computer-implemented method for creating a tutorial presentation as recited in claim 1, including presenting a tailored simulation based on user indicia as the tutorial presentation executes.

10. **(Currently Amended)** An apparatus that creates a tutorial presentation, comprising:

- (a) a processor that runs a computer program to create the tutorial presentation, the computer program comprising of logic;
- (b) a memory that stores information under control of the processor;

- (c) logic that matches a profile against a simulation domain, wherein the profile comprises a set of criteria and identifies a desired aspect for a current simulation task;
- (d) logic that presents information indicative of a goal;
- (e) logic that integrates information that motivates accomplishment of the goal;
- (f) logic that monitors progress toward the goal, determines at least one profile that is true for the current simulation task from a set of profiles, and provides feedback to a student, based on the at least one profile, the at least one profile comprising at least one collective characteristic, the at least one collective characteristic being a conditional using a plurality of characteristics as operands at a particular instance of time, each characteristic identifying a subset of the simulation domain, at least one of the plurality of characteristics being time-dependent; and
- (g) logic that displays details of the computer program and that displays the tutorial presentation as the tutorial presentation executes and further comprises: firing the at least one profile when an incorrect answer is provided by the student: and  
triggering a topic in a concept tree when the at least one profile fires,  
wherein the concept tree contains a plurality of concepts associated with the  
current simulation task and, wherein the tutorial presentation provides a cognitive educational experience.

11. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that instantiates a particular feedback model based on characteristics of the student.

12. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that receives and analyzes user responses using a rule based expert training system to determine details of the computer program to display.

13. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that browses details of an object as the tutorial presentation executes.

14. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that displays source code of the tutorial presentation as the tutorial presentation executes.

15. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that modifies the tutorial presentation based on user input as the tutorial presentation executes.

16. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that captures portions of the tutorial presentation in response to user input as the tutorial presentation executes.

17. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that tailors feedback based on user indicia as the tutorial presentation executes.

18. **(Previously Presented)** The apparatus that creates a tutorial presentation as recited in claim 10, including logic that presents a tailored simulation based on user indicia as the tutorial presentation executes.

19. **(Currently Amended)** A computer-readable medium for creating a tutorial presentation and having computer-executable instructions to perform steps comprising:

- (a) matching a profile against a simulation domain, wherein the profile comprises a set of criteria and identifies a desired aspect for a current simulation task;
- (b) presenting information indicative of a goal;
- (c) integrating information that motivates accomplishment of the goal;
- (d) monitoring progress toward the goal, determining at least one profile from that is true for the current simulation task a set of profiles, and providing feedback to a student, based on the at least one profile, the at least one profile comprising at least one collective characteristic, the at least one collective characteristic being a

conditional using a plurality of characteristics as operands at a particular instance of time, each characteristic identifying a subset of the simulation domain, at least one of the plurality of characteristics being time-dependent; and

(e) displaying details of the computer-implemented method and displaying the tutorial presentation as the tutorial presentation executes and further comprises: firing the at least one profile when an incorrect answer is provided by the student: and

triggering a topic in a concept tree when the at least one profile fires, wherein the concept tree contains a plurality of concepts associated with the current simulation task and, wherein the tutorial presentation provides a cognitive educational experience.

20. **(Previously Presented)** The computer-readable medium of claim 19, containing further computer-executable instructions for:

- (d)(i) identifying a subset of the simulation domain from at least one characteristic of the profile; and
- (d)(ii) determining the feedback in accordance with the subset of the simulation domain.

21. **(Previously Presented)** The computer-implemented method of claim 1, further comprising:

- (f) creating another profile that reuses at least one of the plurality of characteristics; and
- (g) providing subsequent feedback to the student, based on the other profile.

22. **(New)** The method of claim 1, further comprising:

- activating topics based on the at least one profile;
- determining a best set of topics to deliver from the concept tree, wherein the best set of topics is a proper subset of the activated topics; and
- invoking the best set of topics in the tutorial presentation.